

## ABSTRACT OF THE DISCLOSURE

A connection unit of a game apparatus can be communicably connected to a “controller which has a lever that can be moved along a predetermined route, and which sends status information specifying a position of the lever and receives instruction  
5 information specifying a repulsive force to be applied to the lever”. A storage unit pre-stores repulsive force information specifying a repulsive force to be applied to the lever, in association with a game status and the position of the lever. A reception unit receives status information from the controller via the connection unit. A generation unit acquires repulsive force information pre-stored in association with the current game  
10 status and the position of the lever specified by the received status information, and generates instruction information specifying a repulsive force specified by the acquired repulsive force information. A sending unit sends the generated instruction information to the controller via the connection unit.